What is claimed is:

1. A method for use in a wavetable based sound synthesis, wherein a first processor stores wavetable data and wherein a second processor generates at least an output audio signal frame-by-frame based on samples of said wavetable data, said method comprising at said first processor:

   selecting samples of said stored wavetable data, which samples are expected to be required at the most at said second processor for generating a respective next output audio frame, said selection being based on a given model of a pitch-shift evolution during a single frame and on the number of samples which have been used so far by said second processor during a generation of preceding audio frames; and

   making said selected samples available to said second processor.

2. The method according to claim 1, wherein for a first output audio frame of said output audio signal, a number N_1 of to be selected samples is determined by said first processor to be equal to a predetermined upper bound U_1 for the number of samples needed for generating said first output audio frame, and wherein samples of said determined number N_1 are selected from said stored wavetable data starting off at an index J_1 of zero, said selected samples for said first output audio frame being made available first to said second processor.

3. The method according to claim 2, wherein for a second output audio frame of said output audio signal, the

number N_2 of to be selected samples is determined by said first processor to be equal to the sum of said predetermined upper bound U_1 for the number of samples needed for generating said first output audio frame and a predetermined upper bound UU_2 for the number of samples needed for generating said second output audio frame, decremented by a predetermined lower bound L_1 for the number of samples needed for generating said first output audio frame, and wherein samples of said determined number N_2 are selected from said stored wavetable data starting off at an index J_2 corresponding to said lower bound L_1, said selected samples for said second output audio frame being made available secondly to said second processor.

4. The method according to claim 1, wherein selecting said samples for a k^{th} output audio frame as next output audio frame, with k greater than 2, comprises:

estimating a lower bound L_{k-1} for the number of samples needed for generating a $(k-1)^{th}$ audio frame, based at least on said given model of a pitch-shift evolution during a single frame;

estimating a first upper bound U_{k-1} for the number of samples needed for generating said $(k-1)^{th}$ audio frame, based at least on said given model of a pitch-shift evolution during a single frame;

estimating a second upper bound UU_k for the number of samples needed for generating said k^{th} output audio frame based at least on said given model of a pitch-shift evolution during a single frame;

determining an index J_k identifying a first one of said to be selected samples as the sum of the number K_1 to K_{k-2} of samples needed for generating all preceding output audio frames but the last, incremented by said estimated lower bound L_{k-1};

determining the number N_k of said to be selected samples as the sum of said estimated first upper bound U_{k-1} and said estimated second upper bound UU_k, decremented by said estimated lower bound L_{k-1}; and

selecting samples of said determined number N_k from said wavetable data starting off at said determined index J_k.

5. The method according to claim 1, further comprising at said first processor determining the number O_k of samples of said selected samples for a next output audio frame which overlap with samples selected for a last preceding output audio frame, and making said determined number O_k of overlapping samples available to said second processor.

6. The method according to claim 1, said method comprising at said second processor:

receiving samples of said wavetable data for a k^{th} output audio frame which is to be generated next, with k greater than 0, which samples are made available by said first processor;

determining an index I_k identifying a first sample among said received samples which has not been used for generating a $(k-1)^{th}$ output audio frame;

processing said received samples, beginning with said first sample identified by said determined index I_k, for generating said k^{th} output audio frame; and

making the number K_k of samples required in generating said k^{th} output audio frame available to said first processor.

7. The method according to claim 6, wherein for determining said index I_k, said second processor evaluates the number O_k of overlapping samples received for the $(k-1)^{th}$ output audio frame and for the k^{th} output audio frame, an indication of said number O_k of overlapping samples being made available to said second processor by said first processor.

8. The method according to claim 6, further comprising at said second processor determining whether those samples following in said stored wavetable data immediately upon a last sample used for generating said $(k-1)^{th}$ output audio frame are included in said received samples for said k^{th} output audio frame, and if this is not the case, using a predetermined value for each of said samples not included in said received samples before using said received samples for generating said k^{th} output audio frame.

9. The method according to claim 6, wherein in case generating said k^{th} output audio frame requires more samples than said received samples beginning with said sample identified by said determined index I_k, said second processor uses a predetermined value for each missing sample.

10. The method according to claim 6, wherein for a first output audio frame of said output audio signal, said index I_1 is determined to be equal to zero.

11. A method for use in a wavetable based sound synthesis, wherein wavetable data is stored in a first processor and wherein a second processor generates at least an output audio signal frame-by-

frame based on samples of said wavetable data, said method comprising at said second processor:

receiving samples of said stored wavetable data for a k^{th} output audio frame which is to be generated next, with k greater than 0, which samples are made available by said first processor;

determining an index I_k identifying a first sample among said received samples which has not been used for generating a $(k-1)^{th}$ output audio frame;

processing said received samples, beginning with said first sample identified by said determined index I_k, for generating said k^{th} output audio frame; and

making the number K_k of samples required in generating said k^{th} output audio frame available to said first processor.

12. A processor providing wavetable data for a wavetable based sound synthesis to another processor, said processor comprising:

a memory for storing wavetable data; and

a processing component selecting samples of said stored wavetable data, which samples are expected to be required at the most at said other processor for generating a respective next output audio frame, said selection being based on a given model of a pitch-shift evolution during a single frame and on the number of samples which have been used so far by said other processor during a generation of preceding audio frames, said processing component further making said selected samples available to said other processor.

13. The processor according to claim 12, wherein said processor is a micro controller unit.

14. A processor for generating an output audio signal frame-by-frame based on samples of wavetable data, said processor comprising a processing component,

which processing component receives samples of said wavetable data for a k^{th} output audio frame which is to be generated next, with k greater than 0, which samples are made available by another processor;

which processing component determines an index I_k identifying a first sample among said received samples which has not been used for generating a $(k-1)^{th}$ output audio frame;

which processing component processes said received samples, beginning with said first sample identified by said determined index I_k, for generating said k^{th} output audio frame; and

which processing component makes the number K_k of samples required in generating said k^{th} output audio frame available to said other processor.

15. The processor according to claim 14, wherein said processor is a digital signal processor.

16. A wavetable based sound synthesis system comprising a first processor for storing wavetable data and a second processor for generating at least an output audio signal frame-by-frame based on samples of said wavetable data,

said first processor including:

a memory for storing said wavetable data; and

a processing component selecting samples of said stored wavetable data, which samples are expected to be required at the most at said second processor for generating a respective next output audio frame, said selection being based on a given model of a pitch-shift evolution during a single frame and on the number of samples which have been used so far by said second processor during a generation of preceding audio frames, said processing component further making said selected samples available to said second processor; and

said second processor including:

a memory for storing samples of wavetable data received from said first processor; and

a processing component generating an output audio frame by processing samples from said memory of said second processor.

17. The wavetable based sound synthesis system according to claim 16, further comprising a shared memory accessible by said first processor and by said second processor, wherein said processing component of said first processor makes said selected samples available to said second processor by writing them into said shared memory, and wherein said processing component of said second processor reads said selected samples from said shared memory and stores said read samples into said memory of said second processor.

18. A device comprising a first processor for storing wavetable data and a second processor for generating at least an output audio signal frame-by-frame based on samples of said wavetable data,

said first processor including:

a memory for storing said wavetable data; and

a processing component selecting samples of said stored wavetable data, which samples are expected to be required at the most at said second processor for generating a respective next output audio frame, said selection being based on a given model of a pitch-shift evolution during a single frame and on the number of samples which have been used so far by said second processor during a generation of preceding audio frames, said processing component further making said selected samples available to said second processor; and

said second processor including:

a memory for storing samples of wavetable data received from said first processor; and

a processing component generating an output audio frame by processing samples from said memory of said second processor.

19. The device according to claim 18, further comprising a shared memory accessible by said first processor and by said second processor, wherein said processing component of said first processor makes said selected samples available to said second processor by writing them into said shared memory, and wherein said processing component of said second processor reads said selected samples from said shared memory and stores said read samples into said memory of said second processor.

20. A software program product in which a software code for supporting a wavetable based sound synthesis is stored, said software code realizing the following steps when running in a processing component of a processor storing wavetable data:

selecting samples of said stored wavetable data, which samples are expected to be required at the most at another processor for generating a respective next output audio frame, said selection being based on a given model of a pitch-shift evolution during a single frame and on the number of samples which have been used so far by said other processor during a generation of preceding audio frames; and

making said selected samples available to said other processor.

21. A software program product in which a software code for supporting a wavetable based sound synthesis is stored, said software code realizing the following steps when running in a processing component of a processor for generating at least an output audio signal frame-by-frame based on received samples of wavetable data:

determining an index I_k identifying a first sample among received samples, which first sample has not been used for generating a $(k-1)^{th}$ output audio frame, wherein said received samples are samples of said wavetable data for a k^{th} output audio frame which is to be generated next, with k greater than 0;

processing said received samples, beginning with said first sample identified by said determined index I_k, for generating said k^{th} output audio frame; and

making the number K_k of samples required in generating said k^{th} output audio frame available to another processor providing said received samples.